

**SPECTRECADE™**

Presents

**BLAST DROIDS**



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# **Intergalactic Stardate 3939**

**From: Chief of Operations, Spectrecade School for  
Intergalactic Space Pilots, Inc.**

**To: All Future Star Pilots**

Dear Prospective Intergalactic Space Pilot,

The Spectrecade School for Intergalactic Space Pilots is pleased to announce that you have passed our entrance exam with flying (ha, ha) colors and have been accepted for our Home Study Course I. This program consists of:

1. Four lessons in 'Ship Maneuvering I' after which you will
2. Solo in the training sector (perhaps along side another new cadet) followed by
3. Your first real mission. We sincerely hope it will not be your last.

Successful completion of this Home Study Course will earn you fame (for fortune you need to take the more expensive Home Study Course II) and your name will be ranked with the late Buck Rodgers and Flash Gorgon.

## **SHIP MANEUVERING I**

**Lesson I.** This ship is only capable of forward thrust. To fire thrusters push joystick forward. For delicate maneuvering short thrusts are required. Hold stick forward for additional speed and quickness.

To fire thrusters push joystick \_\_\_\_\_ .  
Answer this question correctly and move to Lesson II.

**Lesson II.** To change heading push stick to the right or left.

Pushing the joystick to the right or left will change \_\_\_\_\_ .

Answer this question correctly and move on to Lesson III.

**Lesson III.** To achieve a braking action while ship is in motion you must first reverse your heading and then fire thruster until ship comes to a stop or reverses momentum.

To achieve a braking action first change \_\_\_\_\_ and then fire \_\_\_\_\_ .

Answer this question correctly and move to Lesson IV.

**Lesson IV.** To fire bullets pull the trigger.

Pulling the trigger will fire the \_\_\_\_\_ .  
Answer this question correctly and move on to the training sector.

## THE TRAINING SECTOR

This sector is designed to test your knowledge of Lessons I thru IV. Some of our graduates, because of overinflated egos and overestimated confidence, have opted to skip this phase of their training. While we point out that you also have this option (enter Training Sector or game play from hand control of keypad), these so-called pilots have not been heard from since.

In this sector you will be give the option of flying along side a fellow cadet. (Enter number of players

off keypad or hand control.) Each player will be given 3 ships as a test of their ability. Each player must avoid the Barrier in the center of the screen. 'Accidentally' shooting your opponent may be grounds for dismissal. (So, if you shoot him, be sure it's on purpose). YOU ARE NOW READY FOR YOUR FIRST MISSION.

## MISSION IMPOSSIBLE

Android space ships have begun building forcefields in deep space. Your job, should you choose to accept it, is to seek out and eliminate these alien intruders.

Before each sector begins the screen will display the number of ships you have remaining and the number of droids you must shoot to go on to the next sector.

In each sector you will encounter several android spaceships guarding forcefields in various stages of construction. Each player must avoid contact with all droids, forcefields, bullets and his opponent's ship.

In sector 1 and 2 the droids are confined inside the forcefields. After this they will begin to wrap around so every angle must be watched carefully. In sectors 4 & 6 the droids have retreated to their space fortress located in the center of a maze. Players must maneuver the maze and shoot 1 droid before the door of their fortress shuts. Successful completion of this task by either player results in a bonus ship for both. Failure results in a loss of a ship.

We know that you have learned your lessons well and feel confident that you will succeed. We regret, however, that we cannot be with you.

## SCORING

Each droid is worth 50 points times its sector number. So that you may evaluate your progress we have provided you with the following comparison chart.

**0—5,000**—Go directly to Lesson I. Do not pass the Training sector. Do not collect a bonus ship.

**5,000—15,000**—Return to the Training Sector. You are not quite ready for the big time.

**15,000—40,000**—You are now a Class II Pilot, but your endurance is suspect.

**40,000—90,000**—As this score shows, when your number 2 you try harder.

**90,000 and over**—It's Diploma time! You are now promoted to Supreme Allied Commander of the Sprectrecade Intergalactic Space Pilots.

—Chief of Operations